

SEAMLESS PLAYBACK OF MULTIPLE CLIPS OF  
MEDIA DATA ACROSS A DATA NETWORK

ABSTRACT

5           A software architecture and control protocol that provides seamless  
playback of multiple clips of media data across a data network. Conventional  
server-based data network architecture where playback logic resides on the  
servers does not provide the capability of seamless playback of multiple clips  
stored in different servers. The present invention allows users to specify a  
10   playlist and provides control on the client with the implementation of a  
"client pull" data transport model. According to the present invention, the  
playlist is translated into a plurality of frame accurate requests, which are sent  
from the client to the servers one request at a time. The servers, upon  
receiving the requests, retrieve the corresponding frames of media data and  
15   transmit the media data back to the client. In this way, the present invention  
allows a user-interface to provide seamless playback of multiple clips that  
reside on different servers on the client workstation.